

By Pyroi

Far away, in a magical land that seemed untouched by the steady march of time, there lived an old master named Gohan, who found a baby in the wilderness of the region…but you probably already know that story. Let's skip ahead a few years, to when that baby has become one of the greatest defenders of Earth–Son Goku!

Over the years, Goku and his friends have stopped countless threats to Earth's peace, including the Demon King Piccolo, the Red Ribbon Army, the galactic emperor Frieza, the wicked Majin Buu, and even prevented the God of Destruction Beerus from blowing the planet to hell! Still, there's never a time to rest for our heroes, as they spend most every day training to become stronger and stronger!

Though, there's something strange going on today. Strange waves are covering the planet, incapacitating most everyone capable of fighting. To make matters worse, it seems that Hell itself has opened up, releasing some of the most dastardly and dangerous people onto Earth to wreak havoc, with entire armies of bizarre clones to support their will. It seems that the world's hopes now rest upon the man least affected by the waves…Yamcha? Oh, they're fucked, you better go help them.

Oh, but where are my manners? Let me just give you your CP real quick…uh…you know, I know they were around here somewhere…ah, you just go on ahead, I'll catch up with you later. Oh, and be careful about those waves–they'll be affecting you too.

+0 CP

For the length of this Gauntlet, you will be reduced to your Body Mod. In return, dying does not count as a chain fail–after all, Hell is open.

You will only be able to complete this Gauntlet once you have settled the Android 21 issue. Whether you killed her or helped her, either way is fine.

Species

You may change your gender for free, and you may pick one race.

Earthling: Earth is filled with countless species, from the humble human, to the noble dogman, to the dinosaur. You don't have the best potential, but in this wave-infused world, you've got a chance to fight with the big dogs. For an additional **200cp,** you can attain a Max Power form, causing your body to swell with muscles and greatly increase your physical and spiritual power. For an additional **200cp**, on top of the previous cost, you can access the power of Formation. What is Formation, you ask? Normally, it's only used by the Kamikaze Fireballs of Universe 2, but it's a technique that harnesses the power of love to gain a more powerful form that…it's a magical girl outfit. You become a magical girl.

Saiyan: Ah, of course. This is the one that everyone wants, isn't it? You're a Saiyan, one of the few survivors of Frieza's wrath. Normally, you'd be a force of destruction, but within the waves you're basically a human with a big weak point on your butt–after all, you've got a tail! Just don't look at the full moon–that'll turn you into an Oozaru, a mindless titan with destruction as your only goal. Every time you take near-lethal damage, you'll get a Zenkai power boost, pushing you even further towards ultimate power. For an additional **200cp,** you've gone a level beyond, and can attain and maintain Super Saiyan. This state greatly increases your power, and you can refine it into greater states, such as Super Saiyan 2 or Super Saiyan 3…though, they may not all be that useful. For an additional **200cp,** on top of the previous cost, you've gone through some shit to unlock Super Saiyan 4, which despite the name is closer to a humanoid Oozaru than the other Super Saiyan forms.

Namekian: Little green men from outer space, Namekians are found in quite a few more places than one might expect. As a Namekian, you'll have powerful regenerative abilities, improved hearing, fusing with other Namekians, and stretchy arms. In addition, choose either the Warrior, Demon, or Dragon Clan. Warrior Clan Namekians are predisposed to developing new techniques, and are overall the strongest Namekians around. Demon Clan Namekians, on the other hand, are still strong, but have the ability to create mutated spawn by spitting out an egg, and prevent those they kill from moving on to the afterlife until they themselves are killed. Dragon Clan Namekians are the least good at fighting, but have a natural inclination towards the mystic arts, including the most coveted ability of the Namekians: the creation of Dragon Balls. For an additional **200cp,** you become a Super Namekian, allowing you to take another clan's

bonuses thanks to a fusion with another Namekian from that clan. You can also grow to giant size as a bonus, letting you fistfight an Oozaru with ease. For an additional **200cp,** on top of the previous cost, you gain access to the Red-Eye Namekian form. The full capabilities of this form aren't known yet, but it will at least keep you in the race with Saiyans.

Frieza Clan: Also known as Arcosians, Frost Demons, and the Freeza Clan, you are a member of Frieza's race. Your main ability is the Bio Suit, a suit of biological armor that you can not only grow on your body, but also manipulate as needed to form new abilities. You're also incredibly difficult to kill, being able to survive in the depths of space with little effort, and being able to survive, even sliced and diced up into little pieces. Of course, your real power comes from the Suppression Forms. You can create forms to suppress your power, so as you don't utilize too much energy just hovering around. Training in these forms will provide equivalent boosts to your later and stronger states. For an additional **200cp,** you gain access to the Evolved State used by Cooler, allowing you to go beyond your true form. You'll become much stronger than you normally are in this form, becoming even more of a threat than you already were. For an additional **200cp,** on top of the previous cost, you gain access to the Golden Form. This pushes your power even further beyond that of the Evolved State, though you'll need to train away the downsides of the ki drain of the form before you can push it to its full potential. Who knows? Maybe you can even use some sort of Evolved Golden Form if you become strong enough.

Android: Latex and steel, zeroes and ones make up your body. You're a mechanical man, and much sturdier than the average joe as a result. You've got ki manipulation down pat, and you've even got a self-destruct system in your chest that you can use if things come down to the wire–don't worry, it'll leave you on the brink of death at worst. You can also fire your fist as a rocket fist, or shift your hands out of the way to turn your wrist stumps into ki cannons. For an additional **200cp,** you're an infinite energy model. Your ki can't be sensed, you have no need to stop to recharge, and you can grow stronger still. For an additional **200cp,** on top of the previous cost, you're not even a Red Ribbon Android anymore–you're a Machine Mutant Tuffle, like Baby. You're made out of liquid metal, and can possess people by liquifying into them. With practice, you can replicate Baby's feat of puppeteering the entire populace of Earth, though that's going to take a while.

Bio-Android: Or maybe you're not as latex and steel as I thought you were. You're a Bio-Android, like Cell. You're made up of cells from several strong fighters, including Piccolo, Goku, Vegeta, and Frieza, granting you enhanced durability and potential…but you're stuck in your Imperfect Form for the time being, since you weren't made with your own 17 and 18 to complete yourself–though nothing's stopping you from making the components and absorbing them yourself. With your tail, you can drink people, absorbing their ki into yourself for minor power boosts, but you'll probably find bigger boosts from stronger fighters. For an additional **200cp,** you're actually a Cell Jr., already in your perfect form from the get-go. You'll rapidly grow into your power, eventually being able to duplicate the feats of Perfect Cell on your own. For an additional **200cp,** on top of the previous cost, you've become Super Perfect–essentially going Super Saiyan while still being a creepy bug monster. In addition, if you're destroyed at this point,

so long as a single cell still exists, you'll be able to regenerate to full–maybe even with an extra bit of power.

Majin: You're just a pink monster, aren't you? Literally–you're a pink blob monster, descended from Majin Buu himself in some way. Whether you were made in a lab or by Mister Buu after he found Hercule's magazines, you've got all the insane durability of a Majin, as well as their inherent ability to copy things that they see. You can also shapeshift to a limited extent, and have aptitude towards dimensional manipulation techniques. Theoretically, you could also reduce yourself down to your base instincts in exchange for a massive power boost, but I wouldn't recommend it unless you want to be a mindless monster. For an additional **200cp,** you've become a Super Majin. You can now absorb other people in order to steal their abilities, much like Super Buu did to most of the Z-Fighters. You'll also become far more buff, similar to Mister Buu's Shape-Up form. You might even be able to make a chin with enough practice. For an additional **200cp,** on top of the previous cost, you're not a Majin anymore–you're evil energy incarnate like Janemba. Your dimensional techniques are now above and beyond what they once were, allowing you to teleport by dissolving into cubes, and cut holes in reality just by running your finger in a straight line.

Kai: Most GLORIOUS. You are a Kai, one of the Core People who have the responsibility of keeping the universe in good order. With an average life of 75,000 years, you've likely seen it all. You'd be naturally much stronger if it weren't for the waves, and you can create powerful techniques that use life energy, such as the Kaio-Ken or the Spirit Bomb at an expert level. For an additional **200cp,** you're actually a Supreme Kai. You have a low amount of baseline god ki, and are responsible for the cultivation of an entire universe. You wield the Power of Creation like an extra limb, and can easily unlock the potential of anyone you want with only a minor ritual. For an additional **400cp,** your form is justice. Your form is the world. They will worship at the feet of your new, truly combined form. Pick any of the above races–you get everything up to and including their first rank, since you managed to fuse with one of them on a permanent basis. Not only that, but the one you fused with was possessed by an alternate version of you, so you don't even need to worry about any pesky stray thoughts invading your mind. You even get a cool halo behind your head as a bonus.

Origins

DLC Character: I paid a healthy chunk of change to get you here, so you better feel grateful. You don't have a backstory in this world, but here? That may just be a bonus. You've got no one to tie you down, but you've got no one to help you out at first either. You find yourself outside of Capsule Corp headquarters. Maybe Bulma can help?

Z-Fighter: You're one of the warriors who fights for the safety of the planet Earth…maybe you're on the B-Team, and that's why we haven't heard of you before. You fight for peace, justice, and probably just for your own desire to fight if we're being real. You find yourself on

Master Roshi's Island, everyone else mostly incapacitated. Krillin seems to be active enough to go look for help, though–maybe you could help look for people?

Dark Warrior: You are one of the beings freed from Hell, now set free to do your own terrible will upon the planet. Maybe you're a simple soul, and just want to kill Goku, or maybe you want to conquer the galaxy. Either way, you're free to do as you will, since it seems that a lot of people around here are pretty weak. You find yourself in one of Earth's many wastelands, the Saiyan Nappa your only companion.

Artificial Antagonist: Dr. Gero dabbled in not just mechanics, but also biomechanics. You are one of his later projects, labelled an Android despite the truth of the matter. Android 21 activated you to assist with her project, and now you've been deployed alongside the imitation Android 16 to do her will. You find yourself in the middle of nowhere, following 16 around.

Perks

General:

Hyperbolic Growth Rate (Free): You may be starting out at the level of Yamcha, but something about the waves…it makes it easy to gain power. You'll find that as you chew through the legions of clones threatening the world, you'll gain power exponentially quickly, going from barely able to handle Raditz to being able to bench press a moon or three in a matter of weeks. This perk is only applicable while you're within this Jump.

Ki Manipulation (Free): You have basic abilities with manipulating ki: energy blasts, hovering, aura, strength increasing, you know the deal. Flight is *just* beyond your reach right now, though, so I'd get to training if I were you.

A Godly Body (400cp): You have tapped into god ki, one of the most powerful forms of ki available. Just having god ki will greatly increase your power level, thanks to it being inherently more pure than regular ki. In addition, you can no longer be detected by other ki users, unless they too have god ki.

DLC Character:

Park Ranger (100cp): Never underestimate a park ranger. By that, I mean you now have the basic survival skills that would be expected of someone who lives on an island in the middle of nowhere, tending to rare animals and protecting them from poachers. You know how to find food, orient yourself, and also how best to break a man's body so they don't think about coming back.

Dragon Install (200cp): You can use the Sparking Blast technique. What this means is that, once per battle, your hits become a little heavier, your ki regenerates that much faster, and you

have minor regeneration. Not only that, but the sheer act of activating this ability knocks anyone back

This Is The Stance (400cp): Like the assassin Hit, you've got the power to stop time for one tenth of a second. To be more precise, time doesn't actually freeze, but for all intents and purposes, it's a time stop. You can improve how much time is skipped with practice, possibly even going all the way to a second of time-skip. You might even be able to use this as a prison, trapping someone in the time-skip while you try to figure out another way to defeat them.

The Grey (600cp): You have learned the techniques of Jiren the Grey. Your ki has become dangerous, moving like fire and rippling with heat. Even better for you, you no longer have limits: being pushed will only drive you to even higher heights. Your power is truly maximum…at least, if you can train long enough to reach that point.

Z-Fighter:

And Make It Go BWOOOSH! (100cp): If there's one thing the Z-Fighters have going for them, it's how easy they find it to get power ups. Help out an old Namekian? Power up. Train with your dad? Power up. Die? Power up. Now you too have access to this ease of powering up, though you'll still have to go through with the side quests to get access to them.

Beat The Strongest To Get Stronger (200cp): You, like Son Goku, live for the fight. In fact, you've lived so hard for the fight that you're a natural when it comes to fighting. You've got the ability to learn new techniques much easier than others, and even put your own spins on them by combining techniques from completely different fighting styles, like Goku's Instant Kamehameha.

I Hope We Meet Again Someday (400cp): Like Goku, you've developed a special technique when dealing with your enemies–namely, when you encounter them again in the future after you beat them, they'll be more inclined to be your ally. Whether that be begrudgingly or because you gave them a real good fight will depend on the person in question, and there's always the chance that they'll just stay a dick to you.

Ultra Instinct (600cp): This is the true power of the gods–Ultra Instinct. By attaining a perfect state of zen calm, you can tap into your body's instincts to fight, letting each part of your body act as needed independently of the rest of it. This not only lets you dodge with incredible ease, but also pulls out the full potential of your body. This also comes with access to Ultra Instinct -Sign-, the first step in perfecting the Ultra Instinct transformation.

Dark Warrior:

Destructive Finish (100cp): You know what everyone thinks of when they think of how powerful Frieza is? Planets blowing up. You know what they think of when they think of Majin Buu? Planets blowing up. Beerus? Planets blowing up. Now, you have the same destructive

potential as they do–so long as you can get strong enough to handle that much ki, it's much cheaper for you to use ki with pure destructive intent.

Galactic Emperor (200cp): It takes something to be someone as powerful as Frieza was before his death, and that's…well, overwhelming terror of your name, but also charisma helps. With this, you become charismatic enough to convince others to not only join you, but also stay loyal to you. It'll also give you a boost when putting the fear of god into whoever you decide to terrorize today.

The Work Of The Gods (400cp): Like Goku Black, you've gotten strong enough to whip out a weird power. You can generate a ki blade on your arm, and, should you slash the air with it, create a rift in reality. Until it's closed, clones of you will begin to pour out. These clones can only take a single hit before dissipating, and aren't nearly as powerful as you at full power, but they're enough to give that extra hit to your finishing move, or maybe just keep your enemies busy while you beat tracks. The rift can be closed at will, or when you get far enough away from it.

Ultra Ego (600cp): You have obtained the mindset needed to use this super form. At the cost of your eyebrows, you can activate Ultra Ego. Your aura becomes a defensive cloak, capable of burning away enemy ki attacks. Should attacks manage to hit you, however, the true power of Ultra Ego is unlocked–the more damage you take, the more you succumb to your lust for battle, the stronger you become. In addition, you can utilize the Power of Destruction to enhance your techniques. Just try not to die after you get lost in your lust for battle.

Artificial Antagonist:

A Kind Soul (100cp): Like the true Android 21 and Android 16, you have a truly kind soul. Others will pick up on this, and be more willing to forgive you for actions you've done in the past. You'll also find yourself with an affinity for the beasts of the natural world, with birds practically landing on your outstretched finger. They won't fight for you, but it'll be a neat party trick.

Mad Genius (200cp): Android 21 and Dr. Gero have a couple things in common–a son, a penchant for androids, a secret lab, but the thing they have most in common is their immense mind. You now share that quality, being able to design cybernetics capable of turning even the weakest earthling into a planet-threatening menace, or maybe just make a computer to do that for you. Yeah, that second one sounds way easier.

Clone Her? I Hardly Know Her! (400cp): You have the ability to create clones of powerful warriors, much like what Android 21 has done. Save for in very specific circumstances, such as when Majin cells are involved, the clones will be emotionless copies of the original, only capable of following simple orders, and they're not nearly as strong as the originals…but honestly, when you've got an army of half-power Gokus, are you really looking for conversation?

Turn Into Candy! (600cp): This is a special beam–whoever you hit with it will turn into a delicious sweet. Once you eat it, you'll be able to absorb their power into yourself, granting you

a power boost. Some sweets, such as a certain Bio-Android, might even upgrade your base form's looks, granting you an even greater boost than normal.

Items

DLC Character:

Furry Memory (100cp): This pelt, sized just right to drape around your waist, fills you with memories of lost friends. Should it be damaged in any way, you'll gain a massive power boost until you've defeated whoever or whatever damaged it. Do try to keep it in one piece.

Great Saiyaman Gear (200cp): You have a replica of several Great Saiyaman suits, created by Bulma at Gohan's request. The first couple are just basic design changes–a bandana and glasses instead of a helmet, or the suit worn by Videl. However, the fourth one is a replica of Great Saiyaman 3's suit–a high-tech suit of armor that will provide a great deal of protection, as well as obscure your identity if that's something you care about.

Rakshasa's Claw (400cp): A replica of Janemba's sword, sharp enough to cut reality itself. It has dimensional manipulation abilities, allowing it to bypass defences by literally warping around shields and stabbing people in the back. It can also be used as a focus for your own ki abilities, allowing you to slash out with ki at range.

Potara Earrings (600cp): These may not look like much, but don't be fooled. These are the earrings owned by the Supreme Kai, and they hold great potential within them. If two people wear an earring on opposite ears while near each other, they'll fuse together into a single person. If neither person is a Kai, the fusion will last one hour, but otherwise, the fusion will be permanent, save for a wish on the Dragon Balls.

Z-Fighter:

Weighted Training Gi (100cp): With things as they are now, this will actually be useful again. This gi is filled with weights that will make it much harder to move–at least at first. As your body gets used to them, you'll see substantial gains just off of walking around with tons of weight on your body.

Senzu Beans (200cp): This bag of green beans is actually quite the useful tool. A single Senzu Bean will provide a full meal, as well as heal you up to full. You get a bag of 10 beans, and it will refill once weekly.

Rice Maker (400cp): Now this here is a piece of history. This is the very same electric rice cooker that King Piccolo was sealed in all those years ago. Now you're in possession of it, as well as a scroll containing the instructions for the Evil Containment Wave. Train a bit before you use it, though, as it'll be lethal at your base power level.

Dwagon Balls (600cp): These…aren't the Dragon Balls you're familiar with. Each member of this set of seven is small enough to be worn as an earring. However, they aren't able to summon a dragon on their own–instead, you have to charge them up with fighting spirit. Once all seven have been sufficiently charged through the heat of battle, the dragon Shenwon will be summoned–a tiny version of Shenron who's kind enough to stop time for you to make a wish, and only to make a wish. His power is sadly much less than normal Shenron–he's only capable of a single wish before the balls go dormant for a month, and he can only resurrect someone if they've died within the last 24 hours.

Dark Warrior:

Generation 3.5 Scouter (100cp): This little piece of tech attaches onto your ear, and scans for ki, outputting it as a single number, or a "power level." It can also be used as a communicator, and this model specifically not only won't break when a high power level is detected, but it can also be set to detect god ki.

Saibaman Seeds (200cp): These seeds are normally used by high-class Saiyans to help in conquering a planet without turning it to a pile of rubble. By planting these in the ground, an act as easy as tossing them where you want them, a Saibaman will pop out. You have a bag of six seeds, which will refill once monthly. The Saibamen are loyal to you, and will fight with the fury of a low-class Saiyan. When outmatched, they will grab onto their opponent, and use their ultimate move–self-destruct.

Frieza Force Membership Card (400cp): This card marks you as a member of the Frieza Force, the most feared force in the galaxy…at least, you know, 20 years ago. You still have a bit of weight to throw around, namely a small group of Frieza Force soldiers you can call up to do your bidding. Two or three of them will be on Dodoria or Zarbon's level, strong enough to actually make a difference against an actual fighter.

Seed of Might (600cp): This veiny seed is far more than what it seems. When planted on a planet, it will begin to sap the life force of the planet in a similar manner to the Spirit Bomb, pulling it all into a massive tree. Eventually, the tree will sport fruit capable of granting you a massive power boost when eaten. Only downside is the whole planet-destroying aspect, but if you're truly evil, you won't have an issue with that.

Artificial Antagonist:

Sweet Victory (100cp): This is a box of self-replenishing sweets. Anything from cupcakes to cookies to chocolates will appear in this box when you open it, and they all taste positively *divine.* You might want to keep this away from a certain food-loving God of Destruction, though…unless you wanted to bribe him for some extra training, I suppose.

Labcoat (200cp): You may not think this is that useful. It's just a labcoat. I'm here to tell you why you're wrong–this coat is capable of sealing your own power. It'll put you beneath the notice

of others, and should you have any nasty alternate personalities forming, keep those in check until you can see a therapist or something.

Partner (400cp): Like Android 18, Videl, Captain Ginyu, and Goku Black, you've got a partner for when you fight. They'll provide extra technical support, boosting some of your stronger attacks, though they're not going to step in and fight themselves. You can give them any species from the species section above. In future jumps, they'll count as a follower, and can provide some moral support outside of combat.

Weaken Wave Generator (600cp): Developed by Dr. Gero, this Wave Generator will cause the same effect as has been happening worldwide. Everyone will be reduced to near-human levels of power. Those that lose a great deal of power will find it difficult to move at first, leaving them wide-open for an attack. The downside is that you'll need to set one of these up first, though, and a single generator only has a range of a single city. You also get blueprints to build more though, so get to building if you want to cause your own incident!

Companions

J-Fighters (Variable): Ah, got your own team, do you? Well, they can come with you for a measly **50cp** per entry, or **300cp** for a full group of eight. They each get a race, background, and **600cp** to buy things with. What do you mean, where's your stipend? I'm working on it, don't worry.

Assist (100cp): If you were to meet someone on your journey here, and you want them to come with you, this is what you want. Maybe Android 16 needs a new lease on life, or you want to see what happens when Goku fights Superman. Whatever the case, the only person off-limits is Android 21.

Glaiza (300cp): I know the last few times that we've had a "Noble Frieza," it's turned out to be an elaborate deception, but trust me, this time it isn't. Glaiza, donning his red bio-suit, is one of the few noble members of Frieza's race out there. He spent most of his life fighting against the evil members of the rest of his race, until one day his strength was noticed by a God of Destruction. Since then, he's been training to take up the mantle…at least until he was deployed to this Earth as a special request from Whis. He came across you, and now seems to have declared himself your rival. Will you take him up on this, or will you aggressively befriend him Goku-style?

Akudesu (300cp): You know how Zamasu hates all mortal kind? Imagine the complete opposite of that. This newly born light blue Supreme Kai is ready to take up the reins that Zamasu dropped, becoming the apprentice of Gowasu…but, as a trial, Gowasu sent her here, to Earth, just to double-check this time. She's excellent with support techniques, including her ultimate technique–the mighty Clothes Beam. You haven't fought until you've seen a Perfect Cell clone get tripped up in a pile of scarves.

Drawbacks

Ah, okay, I finally found something! So it's a bit late to give you some CP now, but I found these two Dragon Balls! They might be able to help! Unfortunately, Toronbo isn't like the other dragons–he's going to give Monkey Paw wishes for that CP of yours. Better than nothing though, right?

Endless Battle (+100cp): Not quite endless, but it'll sure feel like it. You've got about twice as many clones between you and your goals, and you have to fight through every. Single. One.

Balance Patch (Nerf) (+100cp): Seems like someone with power's got something against you. Anyone you side with will find themselves less powerful than they should be, by about 15%, leaving you to do everything yourself.

Balance Patch (Buff) (+100cp): Oh dear, and it seems that your enemies have gotten a bit of a power boost on their end as well. Nothing enough to make them that much more powerful, but you're going to be struggling just that much more during your time here, by, oh, let's say about 15%.

A Bit Parched (+200cp): Actually, you know what? You're starving. You've just GOT to eat something, and nothing seems to be enough to satisfy you. If you have some way of absorbing energy, you'll find that ki seems to abate your hunger, at least for a while…and it does seem like there are a lot of powerful fighters in this world. Of course, you could always just eat an entire army's worth of food every day. That might be equivalent.

Legendary (+200cp): Don't worry, this isn't what you think it is. No, this just means that you're also dealing with a trans-temporal tournament going on at the same time as this. You'll have to deal with the Saiyans Shallot and Giblet, as well as the mysterious Zahha on top of all of this–and they don't seem to be affected by the waves as much, being much more powerful than the others, not to mention fully capable of growing stronger off of the legion of Goku clones out there.

Tricks! It's All Tricks! (+200cp): Like the invincible true champion of Earth, Hercule, you don't need no fancy ki blasts. No, all you need is pure raw martial artistry! Thankfully, unlike Hercule, you're not limited to just mundane Earth training–you can use whatever you need to get yourself to become the purest of punchboys. Any sort of weird training that's been in Dragon Ball? Go for it–you're DEFINITELY going to need it.

The Amazing Arale (+400cp): Oh no. Oh crap. You've got a problem: Arale heard you would be fun to fight, and she's somehow immune to the waves. Arale is a little android who's only flaw is that she's nearsighted. Her base speed is Mach 1, she can break the planet in a single punch, and, most dangerously of all: she's a gag manga character. This means that she's going to win unless it would be funny if she lost. Thankfully, you have one massive advantage–she's, like, five, so just show her some poop and she'll be distracted. Good luck.

The Nameless Earthling (+400cp): You've got a problem–you don't have a body. Thankfully, you've managed to strike a deal with another warrior to hitch a ride on their body, acting as a power boost during this crisis. You don't have access to any of your techniques that you've bought here at first, though, you've got to deal with whatever your partner's got until you're, let's say Level 40. Roll 1d5, and you're in that warrior's body: 1) Goku, 2) Frieza, 3) Android 18, 4) Yamcha, or 5) Bulma.

High Clone (+400cp): You've been cloned by Android 21, ostensibly to keep her hunger in check, but it's just not enough anymore. They're not nearly as strong as you, but they're a mindless copy of you with all of your skills that you've picked up here. Not to mention, there's quite a few of them. For an additional **+200cp,** there will be three perfect clones of you, each one with the full set of your normal powers…but they're still mindless, so you have that advantage over them.

Resurrection 'R' (+600cp): Over 20 years ago, the fate of Son Goku changed forever when his brother, the Saiyan Raditz, descended on Earth. While Raditz was eventually killed, he hasn't been resting on his laurels. Furious, he travelled through the depths of Hell, eventually finding a door to Makai, the land of the Demon Race–one way, thankfully. He entered it, and has been training under them ever since. Now, he has returned, leading an army of Demons onto Earth to conquer it as Dark King Raditz. In this form, he's equivalent to a Super Saiyan Blue, so I suggest you get to training, since if you take this drawback you're bound to defeat him before you're allowed to leave. As a bonus for doing this, though, I'll give you a fragment of his power–**Demon Ki.** It's not much on its own, but you'll be able to evolve it to attain Demon God forms, and maybe even touch the vaunted heights of Dark King.

Cross Tag Battle of Z (+600cp): It appears Hell is not the only place that was opened when this whole incident began. Seven great warriors from the furthest reaches of the multiverse have been summoned here, and they're all raring to fight. The Seven MUGEN Stars are each incredibly strong in their own way, and you'll have to defeat each and every one of them before you're allowed to leave. Rare Akuma, The General, Dark Donald, Omega Rugal, SCP-999, Ryuko Mugen, and Gohan Blanco. Thankfully, they're not very well disposed to working together, so you'll be able to fight them one-on-one. If you can beat all seven of them, you can **pick one,** just one, to join you as a companion, them having recognized you as a worthy fighter.

Conclusion

Alright, sorry about all that. I see that you made it out the other side alive though, so here's something to make it up for you. In addition, if you managed to save her from her own boundless hunger, you can take **Android 21** with you as a companion.

EVOlution: Once per Jump, you can call together a tournament. Strong fighters from all over will show up, from no-namers to protagonists to antagonists. They'll all participate in a double

elimination tournament to determine who the strongest is–and you'll be able to join in, getting three times as strong as you normally would from this gauntlet of fights. Also, if you win, you'll get some money and a trophy.

And of course, here are your options.

Let's Do A Runback: You've decided that this world of fantastic journeys is just the thing you want to do for the rest of your life.

Rage Quit: You return home, having decided that this whole endless journey thing just isn't for you.

Strive Just Dropped, Gotta Go: You move on to the next world, seeking new fights and new friends.

Notes

The Seven MUGEN Stars are as follows:

Rare Akuma: Akuma, from Street Fighter turned to 12. Much harder to find than Very Uncommon Akuma, Rare Akuma is deadly in a fight. Easily able to string his combos together and tapping into the depths of the Satsui no Hado, Rare Akuma has reached a sort of angry zen. Of course, his true ability is that he must be completely defeated in a single round to lose–every five minutes, he'll regenerate to full. His special techniques include the Chocolate Laser, the Messatsu Gou Shoryu, the Tenma Gouzankuu, the Charamari, and the Rare Rare Da, among many, many others. Oh, right, and he can stop time. Good luck with that one.

The General: The General, from Kaiser Knuckle. He doesn't need any upgrades–he was already the Perfect Soldier before he joined the Stars. He's capable of teleportation, firing out energy duplicates of himself, and teaching you what it's like to be on the other side of a motherfucking infinite thanks to his near-perfect prediction skill. However, he is an honorable man–if you manage to beat him, he might even give you a boon if you ask nicely. He likes strong people, chokeslamming those who try to stand against him, and space.

Dark Donald: You know Ronald McDonald, the clown? This is his dark form. Having tapped into the dark forces that break the ice cream machines daily, Donald has become a force of nature. With the Donald Corps at his side, seven perfect clones of his base form, he's ready to violently serve up cheap food. He can also summon Donald Girl for an assist, but she's probably just going to kick you in the face before leaving. Don't underestimate him just because he's a clown.

Omega Rugal: The ultimate form of Rugal Bernstein, from King of Fighters. With all the powers that Rugal has, he would already be a dangerous opponent–and now on top of everything else, he's got super speed, electric energy shots. Not only that, but if you use a move on him, he's capable of copying it, so I'd be careful what you decide to whip out to fight him. His Genocide

Cutter alone will likely be able to shave off a solid half of your lifeforce, so try not to let him spam that either. As for his personality, well…he's a jackass. Just a battle-crazed maniac who cares only for himself.

SCP-999: In contrast, all SCP-999 wants is to make friends. Now, normally, this wouldn't be an issue–you could just hug the big orange blob, and they'd probably be happy. The issue is that you still need to beat them, and close-range exposure to 999 causes euphoric symptoms. The blobby nature of the SCP makes it very difficult to hurt, and each physical attack will lower your will to fight just a little bit more. Even worse, the battlefield is littered with caffeine, and if 999 gets to drink any of it…well, if you can survive the resulting rush, they'll be briefly vulnerable. Oh, right, and it may have some backup–I know it has SCP-458 with it, so there's no telling what [REDACTED] it may have.

Ryuko Mugen: Don't underestimate her just because she's a schoolgirl–they're called the MUGEN Stars for a reason. Ryuko's got a bunch of super-fast moves that she can pull out, has expert-level ki manipulation, is as durable as a planet…oh yeah, and she can turn into a giant robot. That's probably worth mentioning, right? Still, she's mostly just in this for the fighting–outside of a fight, she'll probably be willing to work with you to solve any OTHER big crisis that's going on. Just remember: she can hit you so hard that you'll be waking up in a crater on the other side of the world a week after your fight ends.

Gohan Blanco: The true ultimate form of Son Gohan, from a parallel world. He's capable of fighting El Grande Padre, one of the strongest beings in his local multiverse. Thankfully, he's still Gohan despite his near-limitless power, and would prefer to study and raise his daughter than fight. As such, he's probably not going to bust out his ultimate techniques as fast as the other MUGEN Stars. He's probably the strongest one here, but he's more willing to call it a day than any other member of the Stars…but if you push him, he'll use 100 Por Ciento, and you will likely lose instantly.